VICWARE

SOFTWARE FOR THE VIC™-20

MATH INSTRUCTOR

A MATHEMATICS PRACTICE PROGRAM

- GIVES PRACTICE IN ADDITION, SUBTRACTION, MULTIPLICATION AND DIVISION
- TWO LEVELS; EASY FOR CHILDREN, CHALLENGING FOR ADULTS
- COMPLETELY NEW PROBLEMS IN EACH SESSION
- FEATURES WHOLE NUMBERS AND SCORING

FOR THE UNEXPANDED VIC-20

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"MATH INSTRUCTOR"

AN ELEMENTARY MATH PRACTICE SESSION FOR THE VIC-20

INTRODUCTION "MATH INSTRUCTOR" is an easy to use program for the VIC-20. It helps the user gain proficiency in elementary mathematics problems involving addition, subtraction, multiplication, and division. It is designed to be used by children and beginners, yet it can generate problems that are challenging to more advanced users. Each 'run' presents an entirely new set of problems (using the VIC's random number generator). The routine keeps track of the student's score, and gives an appropriate message at the completion of each exercise.

RUNNING THE PROGRAM

LOADING With the VIC turned on and READY, insert and rewind the data tape provided in this package. Either side will work, since "MATH INSTRUCTOR" has been recorded numerous times on both sides of the tape. Then type LOAD and hit RETURN. The message PRESS PLAY ON TAPE will appear. If you comply, in a few moments the message FOUND MATH INSTRUCTOR and LOADING should appear. If there seems to be a problem, try the other side of the cassette.

Once the program has successfully loaded, type RUN, hit RETURN, and the program should start.

PROBLEM SELECTION After the title screen, the 'menu' screen

appears. At this point, the user must choose to practice either addition, subtraction, multiplication, or division. The choice is made by pressing 'A' or 'B' or 'C' or 'D', and then RETURN. The VIC will then ask if large or small numbers will be desired. Problems using large numbers are, of course, more difficult than problems with small numbers. Choosing large numbers will give problems that have 1 and 2 digit elements. Choosing small numbers will give problems dealing with single digits. The choice is made by pressing 'L' or 'S'.

ANSWERING The VIC will now present the first of 10 problems. The student keys in what he thinks is the correct answer, hits RETURN and the computer checks the answer. If the student has entered the correct answer, the message THAT IS CORRECT will appear, and the next problem will appear. If the student enters the incorrect answer on the first attempt, the computer will show THAT IS INCORRECT TRY AGAIN. The user then has a second chance to enter the correct answer, and then hits RETURN. If the answer is now correct, THAT IS CORRECT appears, and the computer moves on to the next problem. If the answer is still incorrect, the message THAT IS STILL WRONG THE CORRECT ANSWER IS with the right number will appear. The computer will then give the next problem.

CONCLUSION After ten problems, the following messages will appear, depending on the number of correct answers (x).

CORRECT ANSWERS	MESSAGE
10	YOU DID VERY WELL. YOU SCORED A PERFECT '10'
8-9	YOU DID A PRETTY GOOD JOB. YOU HAD x CORRECT ANSWERS OUT OF TEN PROBLEMS.

CORRECT ANSWERS	MESSAGE
5-7	YOU HAD x CORRECT ANSWERS. YOU NEED A LITTLE PRACTICE.
0-4	YOU HAD x CORRECT ANSWERS OUT OF 10 PROBLEMS. YOU DID NOT DO VERY WELL. YOU SHOULD PRACTICE SOME MORE.

The menu screen will then appear, and the user may select a new set of problems as in the beginning. The program may be ended by pressing the RUN/STOP key and the RESTORE key.

The program always comes up with a new set of problems and answers, thereby giving practice in the entire range of addition, subtraction, multiplication, and division tables.

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